

ABSTRACT OF THE DISCLOSURE

A game machine includes a CPU and, when a game cartridge is loaded in the game machine, the CPU is electrically connected to a ROM in the game cartridge and a flash memory having two backup areas. Game data generated during the progress
5 of a game is stored (renewed) in a work memory, and last game data is saved in the backup area in accordance with an instruction provided, for example, by a user.

When the user so instructs that the last game data should be saved, the CPU selects as a write-objective a backup area stored with the game data having an older writing
time. If writing to the selected backup area cannot be performed at that time, writing
10 of the last game data over the game data written immediately before is prohibited, so as to leave intact the game data generated during the preceding game play.